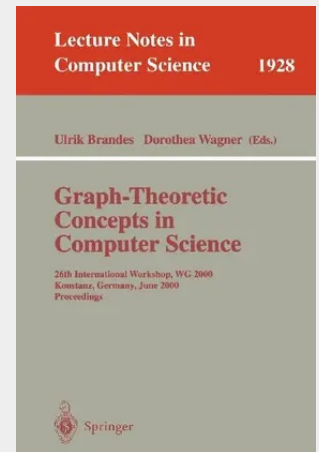


Graph-Theoretic Concepts in Computer Science

26th International Workshop, WG 2000 Konstanz, Germany, June 15-17, 2000
Proceedings

The 26th International Workshop on Graph-Theoretic Concepts in Computer Science (WG 2000) was held at Waldhaus Jakob, in Konstanz, Germany, on 15{ 17 June 2000. It was organized by the Algorithms and Data Structures Group of the Department of Computer and Information Science, University of Konstanz, and sponsored by Deutsche Forschungsgemeinschaft (DFG) and Universitätsgesellschaft Konstanz. The workshop aims at uniting theory and practice by demonstrating how graph-theoretic concepts can be applied to various areas in computer science, or by extracting new problems from applications. The goal is to present recent research results and to identify and explore directions for future research. The workshop looks back on a remarkable tradition of more than a quarter of a century. Previous Workshops have been organized in various places in Europe, and submissions come from all over the world. This year, 57 attendees from 13 different countries gathered in the relaxing atmosphere of Lake Constance, also known as the Bodensee. Out of 51 submissions, the program committee carefully selected 26 papers for presentation at the workshop. This selection reflects current research directions, among them graph and network algorithms and their complexity, algorithms for special graph classes, communication networks, and distributed algorithms. The present volume contains these papers together with the survey presented in an invited lecture by Ingo Wegener (University of Dortmund) and an extended abstract of the invited lecture given by Emo Welzl (ETH Zurich).

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